

# GUNDEY™





For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

## Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play.
- Do not use the console when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

## Use and handling precautions

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



### Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

### Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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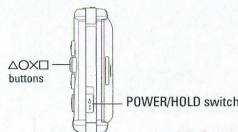
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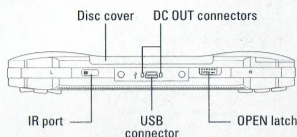


## GETTING STARTED

### Right side view



### Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover.

Insert the *GUNPEY™* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the X button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

■ **NOTICE:** Do not eject a UMD™ while it is playing.

### MEMORY STICK DUO™

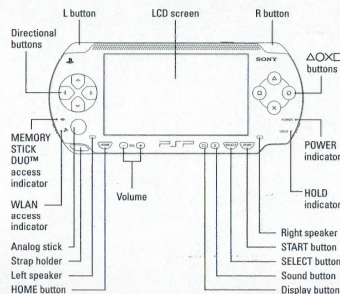
■ **WARNING!** Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo or Memory Stick PRO Duo into the memory stick slot of your PSP®. You can load saved game data from the same memory stick or from any memory stick containing previously saved games.

■ **NOTE:** *GUNPEY™* requires 192KB of free space on a memory stick in order to save game data.

## STARTING UP

### PSP® (PlayStation®Portable) system configuration



### WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP systems, download data and compete against other players via connection to a wireless local area network (WLAN).

■ **HINT:** A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or router. This information is generally set in the access point or router using a PC.

You can adjust the network settings to allow connection to a wireless local area network (WLAN). *GUNPEY™* supports Ad Hoc mode only.

■ **AD HOC MODE:** Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP systems to communicate directly with each other.

■ **NOTE:** You are responsible for Wi-Fi fees.



## GAME CONTROLS

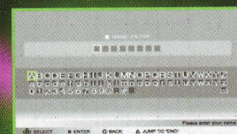
|                               |  |
|-------------------------------|--|
| START button                  | Start game/Pause Menu  |
| × button                      | Confirm/Next menu  |
| ○ button                      | Cancel/Previous menu   |
| directional buttons           | Move cursor/Highlight menu items (▲/▼/◀/▶)/Change settings (L/R) |
| □ or △ button                 | Swap/Move panels   |
| △ or ○ button or analog stick | Advance the playfield  |
| L/R buttons                   | Change Skins (Double Skin play)                                  |

## HOW TO PLAY

- *To move the cursor* — Press the directional buttons.
- *To slide the cursor* — Press and hold the directional buttons.
- *To move a single panel up/down* — Move the cursor over the panel and press the □ or △ button.
- *To swap panel positions* — Move the cursor over the first panel and press the □ or △ button, then do the same to the panel you want to swap it with.
- *To switch game screens during a Double Skin game* — Press the L or R button.
- *To advance the playfield* — Press the × button or use the analog stick to advance the playfield up from the bottom and expose new lines.

## STARTING THE GAME

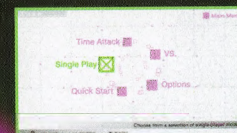
1. When the Title Screen appears, press the START button.
2. On the Name Entry screen, enter a name that will be used as your Game ID. Use the on-screen keyboard to create a Game ID, then select **END** and press the × button. When prompted to use the name as your Game ID, press the × button to confirm. This Game ID will also identify your Save Game file.



- You must have a Memory Stick Duo or Memory Stick PRO Duo inserted in your PSP in order to save your Game ID and other game data.

## MAIN MENU

Select a game mode and set options.



- **Quick Start** — The fastest way to get into a Single-Play Gunpey game. Play one stage.
- **Single-Play (page 6)** — Challenge yourself in five different Single-Play modes.
- **Time Attack** — Blow up as many panels as you can in your choice of 60-, 90- or 120-second games.
- **VS. (page 6)** — Challenge a friend in 2 Player local Wi-Fi gameplay. The other player must also have a copy of **GUNPEY™**.
- **Options (page 7)** — Save/load your game data, edit your screen name and customize the controls.



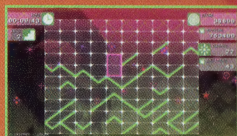
## SINGLE-PLAY GAME MODES

■ **Challenge** — Progress through game stages to unlock new Skins (a game screen design and song) that become playable in all the other game modes.

■ **Single Skin** — Play with one Skin.

■ **Double Skin** — Double the madness. Select two available Skins and jump back and forth during gameplay (press the L/R buttons). Play two games at once — but lose one and it's all over.

■ **Gunpey 10x10** — The game goes double-wide: 10 panels across instead of the standard five.



## VS. GAME MODE

Use the PSP wireless networking function to compete against another PSP player who has a second copy of *GUNPEY*™.

1. Select **VS.** from the Main Menu to start up Network Play and display the lobby with a list of available players.



2. Select the player you want to challenge to a game. A message will appear on the other player's screen asking that person to play.

3. When the other player accepts, your VS. game begins.

■ **NOTE:** The WLAN switch must be ON for multiplayer functionality.

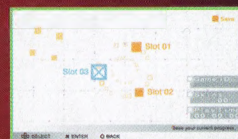
WLAN  
SWITCH



## OPTIONS

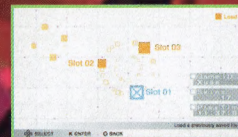
■ **Save Game Progress** — Save up to three Gunpey games:

1. Select **SAVE** and press the **X** button to save your current game progress.
2. Select the slot you want to save the data to. Any older data previously saved to the slot will be overwritten.
3. When prompted if saving is OK, press the **X** button to confirm.

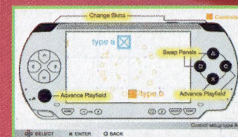


■ **Load a Saved Game** — Use the Game ID, number of Skins available and total play time listed on the right of the screen to identify your game when you decide to load it.

1. Select **LOAD** and press the **X** button.
2. Press the directional buttons to select a slot holding the saved game you want to play, and press the **X** button.



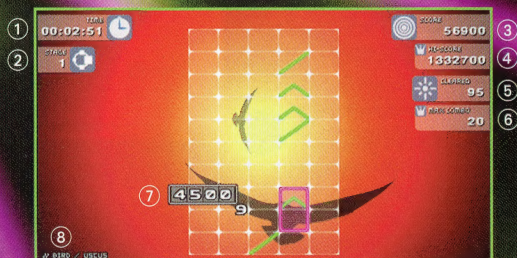
■ **Controls** — Change the Advance Playfield and Swap Panels controls. Select control setup A or B.



■ **Edit Name** — Change your Game ID.



## GAME SCREEN



- ① **Time** Time elapsed for the current or multiple stages. Keep a close eye on this during Time Attack play.
- ② **Level/Stage** The current level (Skin), or the current stage during Challenge Mode.
- ③ **Score** Your current score. In Single-Play Challenge games, this is the total score for all cleared stages.
- ④ **Hi-Score** Best score for Points scored during a stage.
- ⑤ **Cleared** Total panels you've cleared. In Single-Play Challenge games, this is the total number of panels cleared for all cleared stages.
- ⑥ **Max Combo** Maximum number of panels exploded at once.
- ⑦ **New Score** This appears just after a line explodes.
- ⑧ **Music** Music track and performing artist currently playing.

## PLAYING THE GAME

### GAME RULES

#### Connect Lines and Clear Them to Make a Gunpey!

Panels rise from the bottom of the screen. Use the cursor to swap panels by dragging them up and down, until you connect a line all the way across five panels (10 panels in a Gunpey 10X10 game). Watch the panels disappear!

- You can only swap panels up and down. You can't swap left or right.

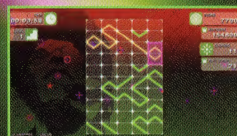
#### Original or Break Rules — Your Choice!

Play with either *Original* or *Break* rules for clearing panels. Try both!

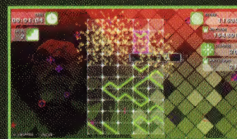
- **Original Rules** — When you clear panels, empty panels are left in their place.
- **Break Rules** — When you clear panels, the panels above them immediately fall down to fill the space.



Move the cursor.



Swap!



Then they disappear!

### SCORING

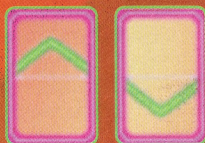
- Score points by making lines disappear.
- Connect five panels to score a basic 500 points (or 6000 points for 10 panels in Gunpey 10X10 games).
- Create long chains of panels to score gigantic bonus points!



## PANEL TYPES and the STACK

- There are four types of connecting panels (see right).
- As time passes, or when you press the X or O button or move the analog stick, the stack of panels on the playfield rises one line at a time. Keep connecting lines to keep the stack from rising to the top!

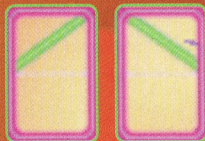
### ANGLES



Up

Down

### DIAGONALS



Up

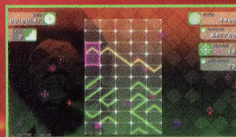
Down

## GAME OVER

The entire playfield is 10 lines high. When the stack reaches the 9th line, you'll hear a warning tone. If the stack passes the 10th line (the top of the stack), the game ends!

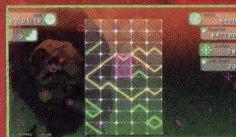


## PANEL-CLEARING TECHNIQUES



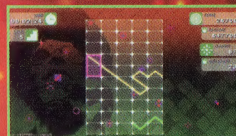
### Basic

Clear panels by making a single line horizontally across five panels.



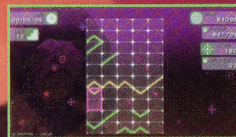
### Diverging Paths

Lines branching off from the main line are cleared as well.



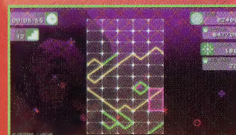
### Zig Zag

Multiple connecting panels all over the screen are also cleared.



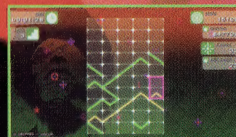
### Tailing

While one line is exploding, quickly connect new panels to it to make them vanish as well!



### Dual Processing

While a line is exploding, connect panels to form a new line somewhere else in the stack.



### Chain

(Break Rules only) As one line explodes, panels above fall down, creating a new line and exploding themselves!



## SKINS

You can win up to 40 Skins by playing *GUNPEY™*! Skins are a combination of the screen background you see and the music you hear during play.

- Each Skin features an original song by innovative techno artists!



### WIN THE SKIN!

Win the Skin you're playing on by completing its song during Single-Play Challenge games.

- Each song is divided into loops, and the number of loops depends on the song.
- Clear all the loops in a song to finish it and win the Skin!

### HI SCORE and MAX COMBO

Each time you choose a Skin for one of the game modes, your HI Score and Max Combo for that Skin is saved. In most game modes, you'll see your previous score displayed on the Rules screen before you start playing.

- Make sure to save that data by selecting *SAVE* from the Options menu before you quit play.

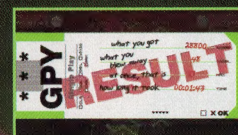
## PAUSE MENU

Press the START button to pause the game.



- Adjust *Sound FX* and *Background Music* volume. Press the directional buttons  $\uparrow/\downarrow$  to select an option and  $\leftarrow/\rightarrow$  to adjust the volume.
- Select *Exit Game* or press the START button to close the Pause Menu and return to the Main Menu.

## RESULT SCREEN



- *What You Got* — Your total score. A new record notice appears if you beat a previous score.
- *What You Blew Away* — Total number of lines you managed to explode.
- *At Once, That Is* — Total number of panels you nailed at one time.
- *How Long It Took* — Total length of time it took you to complete for all stages.
- *Where You Are Now* — Your current stage in the game.



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## NOTES

## LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level?  
Having problems getting your game to work properly?  
Now you can get one-on-one help from NAMCO BANDAI Games America Inc. using your web browser!

Simply go to [livehelp.namco.com](http://livehelp.namco.com) for more details.  
Live Counselors available from 9am-5pm Monday-Friday Pacific Time.

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# BEAGLE or BARON... WHO WILL RULE THE SKIES?



# SNOOPY

## VS THE RED BARON

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**AVAILABLE NOW!**

Charles M. Schulz  
Creative Associates



Cartoon Violence



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